

Tabel L.1 Perhitungan kebutuhan daya listrik

No	Nama Ruang	Peralatan	Jumlah	Daya (W)	Total
1	<i>R. PC Game (VIP)</i>	<i>Komputer</i>	32	550	17600
		<i>Speaker</i>	32	100	3200
		<i>Monitor Komputer</i>	32	50	1600
		<i>TV besar</i>	3	80	240
2	<i>R. PC Game (Reguler)</i>	<i>Komputer</i>	100	500	50000
		<i>Speaker</i>	100	80	8000
		<i>Monitor Komputer</i>	50	50	2500
3	<i>R. Bertanding</i>	<i>Komputer</i>	16	550	8800
		<i>Speaker</i>	16	100	1600
		<i>Monitor Komputer</i>	16	50	800
		<i>TV besar</i>	1	80	80
4	<i>R. Console Game (VIP)</i>	<i>TV</i>	5	80	400
		<i>Console Playstation</i>	5	140	700
		<i>Console Xbox</i>	5	120	600
		<i>Console Wii</i>	5	20	100
		<i>Speaker</i>	5	120	600
5	<i>eSports Stadium</i>	<i>Komputer</i>	16	550	8800
		<i>Monitor Komputer</i>	16	80	1280
		<i>Console Game (Optional)</i>	2	140	280
		<i>TV</i>	2	100	200

Untuk spesifikasi perabot yang digunakan, mengacu pada spesifikasi perabot standart yang dikeluarkan oleh asosiasi, seperti :

1. Meja

Meja pemain memiliki dimensi 110 cm x 65 cm x 70~80 cm (p x l x t), dimana untuk tiap satu meja diperuntukkan untuk satu pemain.

2. Kursi

Kursi yang digunakan adalah kursi standart untuk keperluan meja komputer dengan ketentuan harus memiliki sandaran, ketinggian yang dapat diatur (ketinggian kursi 20~30 cm dari permukaan meja), dan sandaran tangan yang dapat di bongkar – pasang,



3. PC

PC menggunakan monitor jenis LCD atau LED dengan ukuran 21 – 24 inchi. Sedangkan untuk spesifikasi minimum komputer yang digunakan adalah sebagai berikut :

Tabel 3. 17 Spesifikasi Minimum Komputer

Komponen	Detail
CPU	Core i5
Main Board	CPU Home Type
Video Card	G-Force GTX 650 atau lebih tinggi
Memory	DDR3 PC3-12800 (1,600MHz) 8 Gb atau lebih tinggi

Hard Ware	Desktop
CD-ROM	DVD 16X / CD 48X atau lebih tinggi
OS	Windows 7 (64 bit) Professional & Enterprise

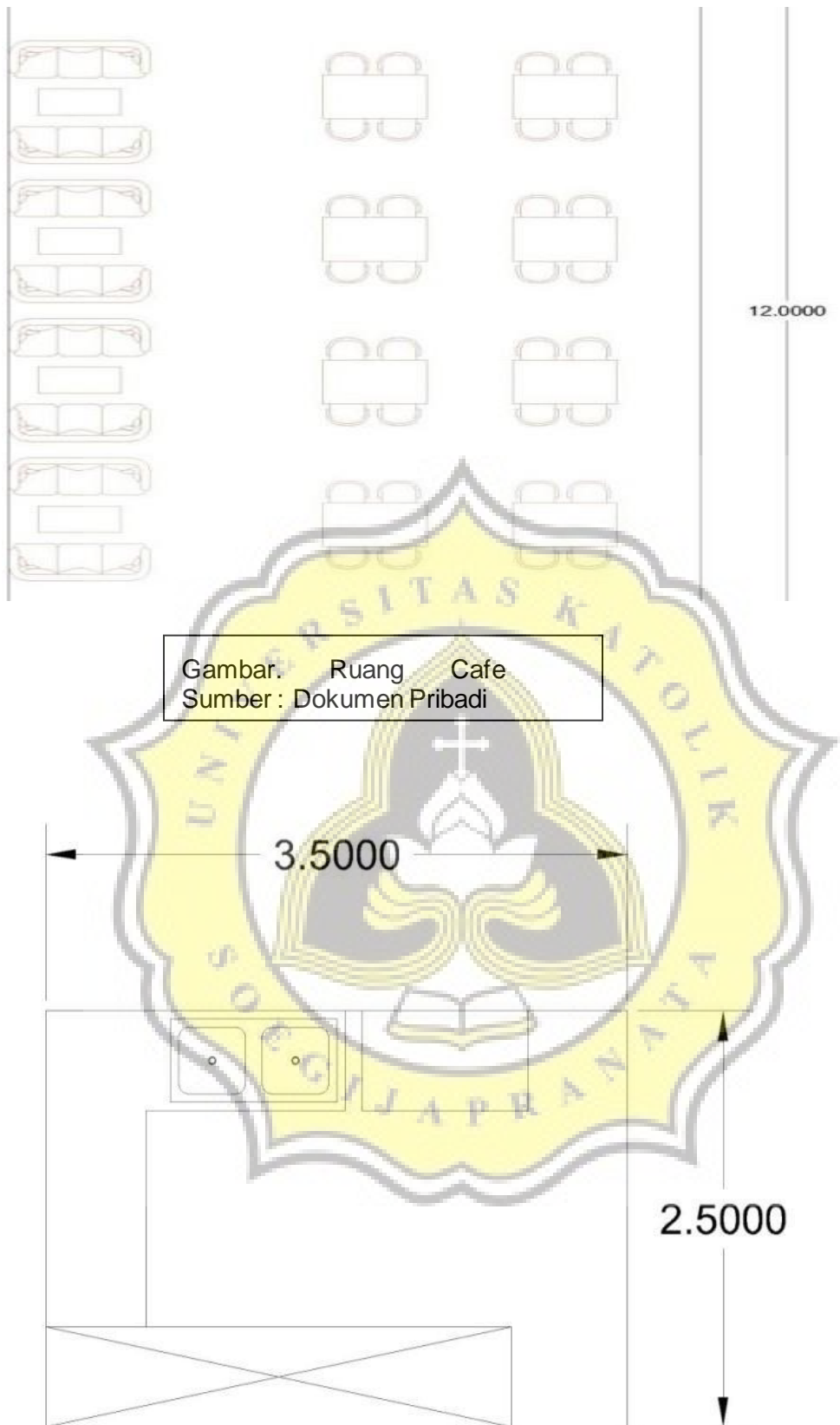
Sumber : IeSF Competition Regulation. www.ie-sf.org



Gambar 3. 13 Studi Ergonomic Pemain
Sumber : Dokumen Pribadi

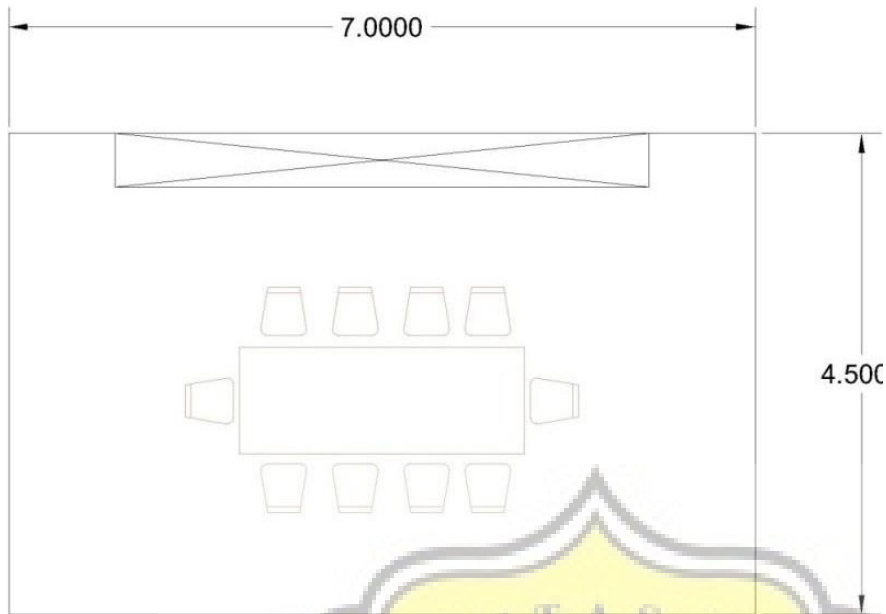
4. Console

Peralatan dan mesin console game adalah peralatan dan mesin standart berbasis Play-Station atau X-Box.



Gambar. Ruang Cafe
 Sumber : Dokumen Pribadi

Gambar. Ruang Dapur Cafe
 Sumber : Dokumen Pribadi



Gambar. Ruang Div.Servis
Sumber : Dokumen Pribadi

UPS Merk APC



Gambar. UPS Merk APC

Sumber : <https://blog.dimensidata.com/keunggulan-ups-merk-apc-dengan-yang-lainnya/>

APC sebagai salah satu merk dari UPS 450, nama ini memiliki sekitar 450 kapasitas output-nya atau sekitar 257 watt, yang sedikit kurang dari 60 persen dari nilai volt – amp agar konsisten dengan faktor daya yang digunakan dalam industri. APC dianggap sebagai baterai cadangan yang memiliki kekuatan penuh pada PC. Ketika lampu mati, baterai dapat mengirim beban penuh selama dua menit ke komputer yang lebih membutuhkan daripada minimum spesifikasi komputer mikro, sebagai contoh adalah sebuah game PC.

IeSF Competition Regulations

(As of August 2017)

Chapter 4 Match Titles

Article 10 (Official Titles)

The Official Titles of "The World Championship" are as follows :

① Group Title

League of Legends (Riot Games) – Open for All

Counter Strike: Global Offensive (Valve Corporation) – Open for All

② Individual Title

Tekken 7 (Bandai Namco Entertainment) – Open for All

Article 11 (Demonstration Titles)

Other titles, if deemed by the IeSF, if necessary for further distribution and growth, can be run as Demonstration Titles, but such events are not subject to scoring as a Demonstration Title is not included in total scoring.

Article 15 (Schedule and Draw for Brackets)

1. The match schedule for each title shall be decided by IeSF and the host city/country.
2. The match draws shall be conducted with the presence of a referee assigned by IeSF online before the World Championship. Under special circumstances, IeSF may create the brackets.

Article 16 (Referees)

1. When conflict occurs in the course of play, the referee of the match shall address the situation.
2. During the event, any referee decisions that are contested will be first handled by the Jury of the event. If the players are still unhappy with the decision of the Jury they can move to the next stage.
3. Any appeals or opinions against the referee’s decision or an unresolved referee decision shall be handled by IeSF Board.

Article 17 (Stadium)

The host shall provide equipment and manpower in accordance with “IeSF Competition Regulations” & “IeSF Event Manual”.

- ① Tables over 110cm in width, 65cm in length, and 70~80cm in height shall be provided for each individual for the match. (Changes for inevitable situations can be allowed under consultation with IeSF)
- ② Height adjustable chairs which are 20-30cm below the surface of the table and with removable armrests shall be provided.
- ③ PCs shall be maintained to prevent inconvenience for the players during the World Championship.
- ④ Specifications of PCs provided for the World Championship are as follows:
 - ▶ LCD&LED monitor shall be within 21~24 inches and GtoG shall be under 5ms and Panel shall be TN or IPS.
 - ※ Wide monitor should support size of normal monitor
 - ※ GtoG(Gray to Gray) : The time of the Changed between Gray(10%) to Gray(90%)
 - ※ GtoG shall change each of panels like TN > IPS > PLS > VA
- ▶ Computer main body (minimum requirements as below)

Parts	Details
CPU	6th generation Intel Core i7 3Ghz
Main Board	CPU Home Type
Video Card	GeForce GTX 970 or higher
Memory	DDR4 PC4-17000 16Gb
Hardware	Desktop
CD-ROM	DVD 16X/CD 48X or higher
Storage	SSD SATA3(6Gb/s)
Power	600w

⑤ Specifications of the software installed on the players' PCs are as follows:

- ▶ No program other than those necessary for the matches, such as operating system, tools handling multimedia tasks of the videogames, hardware drivers, etc., shall be installed on PCs used for the World Championship.
- ▶ Acceptable Operating Systems: Windows 7 or higher, 64bit, Professional or Enterprise.
- ▶ The OS, all needed tools and drivers should contain all necessary updates. Automatic or manual updates should be switched off (except for the videogames).
- ▶ The set of software shall be identical on all the players' PCs.

Article 18 (ID Pass to Access Stadium)

1. IeSF shall issue ID Passes to the all participants of the World Championship. All officials and players must wear their ID Passes at all times in the stadium to maintain order.
2. IeSF shall issue separate ID Passes for organizers of the World Championship and volunteers.

Chapter 5 Match Operation and Stadium

Article 12 (Operation of Matches)

All matches of the World Championship shall be operated in accordance with the "IeSF Competition Regulations".

Article 13 (Operation Method of Matches)

Main Matches of the World Championship shall be performed with the tournament principle; however, depending on the format of a title, the method can be changed.

Article 14 (Player Availability, Breaks and Absence)

1. Other than a designated lunch break between the group stages and the knock out stages, there will be no breaks during the tournament. Players are asked to ensure they are present in the tournament area, and available to play their matches at all times during both the group and knockout stages.
2. Players who are not present within the tournament area when they are due to play their match risk having the match voided in favour of their opponent or elimination from the tournament. Referees are under no obligation to actively look for an absent player should this situation arise.
3. If players do need to leave the tournament area for any reason they must let a referee know so they can advise accordingly whether there is time to do this, and how long they are permitted to be absent.

Chapter 6 Players

Article 19 (Players)

1. Players shall uphold the spirit of fair play, non-violence, act professionally, and obey the direction of referees.
2. Both online and offline insults or threats of any kind against other players shall be forbidden.
3. If players have problems during matches, they may raise their hands and a referee will assist them.
4. If a replay save function is available, players should save replays after the match has ended.

Article 20 (Age)

1. The age of players is determined by "Match Rules" (Appendices) for each title.
2. Players, as well as other members of national delegations, under 18 (the age of minority in the host country) shall be accompanied by a duly responsible adult, who can also be a member of the same delegation.

Chapter 10 Broadcasting rights and Advertisement

Article 29 (Broadcast Rights)

IeSF has the exclusive rights for live-broadcast or recorded-broadcast of the opening and closing ceremonies, all matches of the World Championship, and all derivative video products.

Article 30 (Host Broadcasting Company)

IeSF selects a host broadcasting company which would have certain rights and responsibilities in regards to broadcasting rights and overall events at the World Championship including the opening and closing ceremonies.

Article 31 (Installation of Advertisement and Others)

1. IeSF has exclusive rights to all advertisements installed within the stadium of the World Championship.
2. Any advertisements installed within the stadium including the ground and fences shall obtain IeSF's approval beforehand. This shall also apply to the advertisements on the player's bibs.
3. Details on the advertisements within the stadium shall be based on established internal regulations and agreements with IeSF.

Match Rules

<League of Legends>

Article 3 Method of the Matches

1. Game Format: Team Match (5-person team with no substitute)

2. Set of Matches

① Group Preliminary

All teams are randomly seeded into 4 groups of 4 teams:

- Round Robin (Single Game) among teams from each group
- 1st and 2nd places of each group advance to the Main Rounds

In the event that the number of teams is more or less than 16, number of teams in a group or number of groups may be changed by leSF's decision.

② Main Rounds

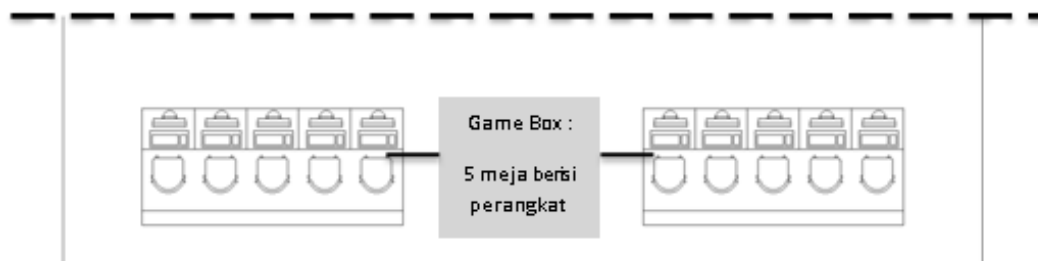
- Single-elimination
- Best of 3 all the matches, meaning up to 2 wins

3. Determining a winner

- When the opponent team declares surrender

If the surrender vote arises, all players in the team shall agree in 10 seconds, and cancellation of the vote shall not be allowed.

- When a team destroys the opponent's nexus
- For other situations, the referee shall decide



Match Rules

<Counter-Strike: Global Offensive>

Article 3 Method of the Matches

1. Game Format: Team Match (5-person team with no substitute)

2. Set of Matches

① Group Preliminary

Teams are placed into seed pools according to their recent performance. The number of the pools is the same as the number of the groups. Teams are then randomly placed into groups by drawing one team from each seed pool to each group until all the seed pools are empty.

- Round Robin (Single Game) among teams from each group
- 1st and 2nd places of each group advance to the Main Rounds

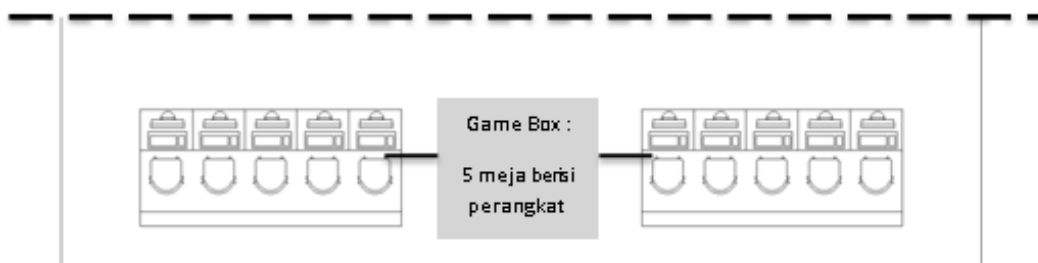
In the event that the number of teams is more or less than 16, number of teams in a group or number of groups may be changed by IeSF's decision.

② Main Rounds

- Single-elimination
- Best of 3 all the matches, meaning up to two wins

3. Determining a winner

- Teams change sides after 15 rounds. A team wins the game when it scores 16 (wins 16 rounds)
- If, after 30 rounds, both teams score 15, an overtime of 6 rounds with \$10.000 starting money shall be added (sides change after 3). A team wins the overtime if it scores 4 rounds.
- For other situations, the referee shall decide



Match Rules

<Tekken 7>

Article 3 Method of the Matches

1. Game Format: Individual Match

2. Set of Matches

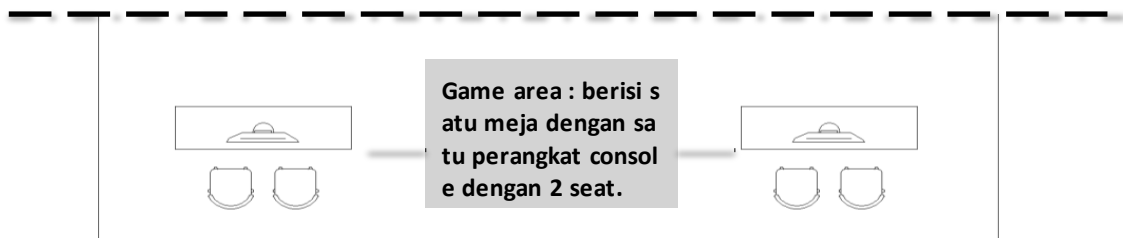
- ① A round is exhausting energy bar once (1 circle under the energy bar)
- ② A game consists of 5 rounds (1 coin)
- ③ A match consists of 3 games (Preliminary), 7 games (Quarterfinal), and 9 games (Starting from semifinal)
- ④ Group Preliminary

All players are randomly seeded into 4 groups of 4 players:

- Round Robin (Best of 3, meaning up to two wins) among players from each group
- Best of 3 games, meaning up to 2 game wins
- 1st and 2nd places of each group advance to the Main Rounds

In the event that the number of players is more or less than 16, number of players in a group or number of groups may be changed by leSF's decision.

- ⑤ Main Rounds
 - Single-elimination
 - Best of 7 games, meaning up to 4 wins (Quarterfinal), Best of 9 games, meaning up to 5 wins (Starting from semifinal)



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